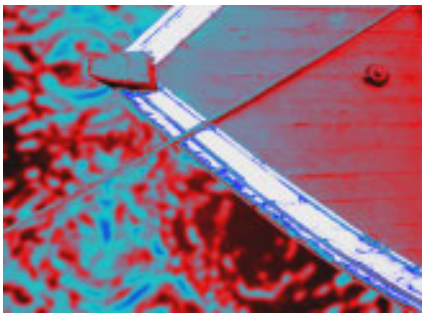
BCC Colorize Filter

Colorize uses a gradient of up to six colors to tone the image. All of the parameters in this filter can be animated and linked to other parameters.

Source image

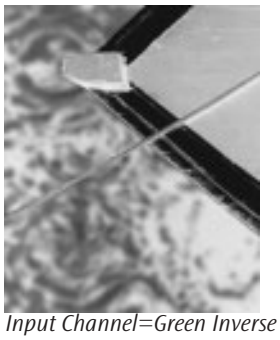


Filtered image

The **Input menu** determines which color channel in the image is used as the source for the toned image. The choices are ***Luma, Red, Green, Blue, Luma Inverse, Red Inverse, Green Inverse, Blue Inverse*** and ***PixelChooser***.

Input Channel=Luma

Input Channel=Red



Input Channel=Green Inverse

Access **Color Presets** through the Load and Save buttons in the Color Preset banner. Several premade presets are included and you can also create and save your own.

The **Gradient** color ramp gives you a preview of the gradient you are creating. The Gradient Preview will not update while you drag sliders.

The **Color Space menu** determines whether the gradient is created in ***RGB***, ***HSL***, or ***HSV*** color space. Choose HSL or HSV is you want to animate the colors in the gradient while maintaining the level of saturation.

The **Color 1**, **Color 2**, **Color 3**, **Color 4**, **Color 5**, and **Color 6** controls choose six different colors to add to the gradient.

The Color 1 and Color 6 colors are always used. Each of the remaining colors has a **Color On checkbox**. Select this option to add the corresponding color to the gradient. Deselect this option to remove the corresponding color from the gradient.

Black Point adjusts the value in the Input Channel which is treated as the pure Color 1 level in the output. All pixels whose Input Channel value is lower that the Black Point value are mapped to the Color 1. Increasing positive Black Point values cause more pixels to be purely Color 1 in the output. Decreasing negative values cause fewer pixels to be purely Color 1. The following illustrations show the affect of adjusting the Black Point in with a simple two-color gradient from black (Color 1) to white (Color 6).


Black Point= –75


Black Point=0


Black Point=75

White Point adjusts the value in the Input Channel which is mapped to the pure Color 6 in the output. Decreasing White Point causes more pixels to be purely Color 6 in the output.

The illustrations below show the affect of adjusting the White Point in with a simple two-color gradient from black (Color 1) to white (Color 6).


White Point=100

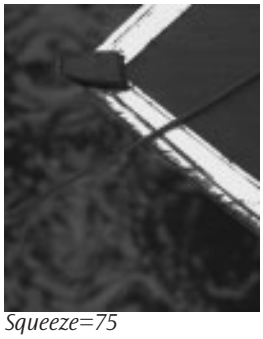

White Point=50


White Point=25

Negative **Squeeze** values compress and shift the gradient towards the left (Color 1) side. Increasing positive values compress and shift the gradient towards the right (Color 6) side.


Squeeze= –75


Squeeze=0


Squeeze=75

Advanced Gradient Controls Parameter Group

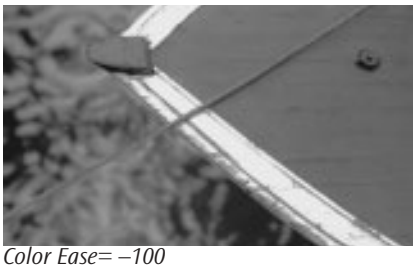
The **Loop Mode popup** affects the output when either Loop Count or Gradient Offset are changed from their default values.

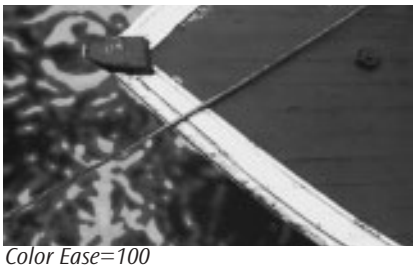
- When **Off** is chosen, looping past the end of the gradient uses the end color. This is the default value.
- When you choose **Forward Loop** the gradient loops back to **Color 1** after it passes **Color 6**. You can increase **Loop Count** to set the number of loops or change **Gradient Offset** to move the mapping through this loop.
- When you choose **Back & Forth Loop**, the color mapping goes from 1 to 6 to 6 to 1, etc.

Loop Count sets the number of times that the gradient loops. Values less than one use less of the gradient, and negative values loop backwards, which will only have a different appearance from a positive value if **Gradient Offset** is not set to 0. Set Crossfade End Colors to a value other than zero when you use Loop Count. This will prevent the rendered image from jumping.

Gradient Offset offsets the starting point of the gradient. This can be animated to create palette-shifting effects. A value of 100 offsets the gradient by one full cycle. Since the gradient loops back and forth, setting Gradient Offset to 100 or 300 simply reverses the direction of the gradient. Set Crossfade End Colors to a value other than zero when you use Gradient Offset. This will prevent the rendered image from jumping.

Color Ease adjusts the softness of the transitions between pure colors in the gradient. Increasing positive values cause the transitions to be more abrupt. Decreasing negative values soften the transitions.


Color Ease= –100


Color Ease=100

Gradient HSL Parameter Group

Hue cycles the colors in the gradient around the color wheel in the HSL color space.

Saturation adjusts the intensity of each color's hue in the gradient. Negative values desaturate the gradient, while positive values increase the saturation of the gradient.

Lightness controls the brightness of the colors in the gradient. Higher values lighten the colors, while lower values darken the colors.

Mix with Original blends the source and filtered images. Use this parameter to animate the effect from the unfiltered to the filtered image without adjusting other settings, or to reduce the effect of the filter by mixing it with the source image.

Motion Tracker Parameter Group

The Motion Tracker parameter group allows you to track the motion of an object, then use the motion path data to control another aspect of the effect. The parameters that can be affected depend upon the filter. For example, apply the Colorize filter and use the Motion Tracker parameters to track a logo on a t-shirt. Apply the Colorize effect to the logo in an oval area using the PixelChooser's Distance to Point choice. For more information, see Chapter 1 in the User Guide.

The PixelChooser Parameter Group

The PixelChooser is included in many Boris filters and provides several methods to selectively filter an image.

For more information on the PixelChooser, see Chapter 10, "The PixelChooser", or open the help file for the standalone PixelChooser filter.